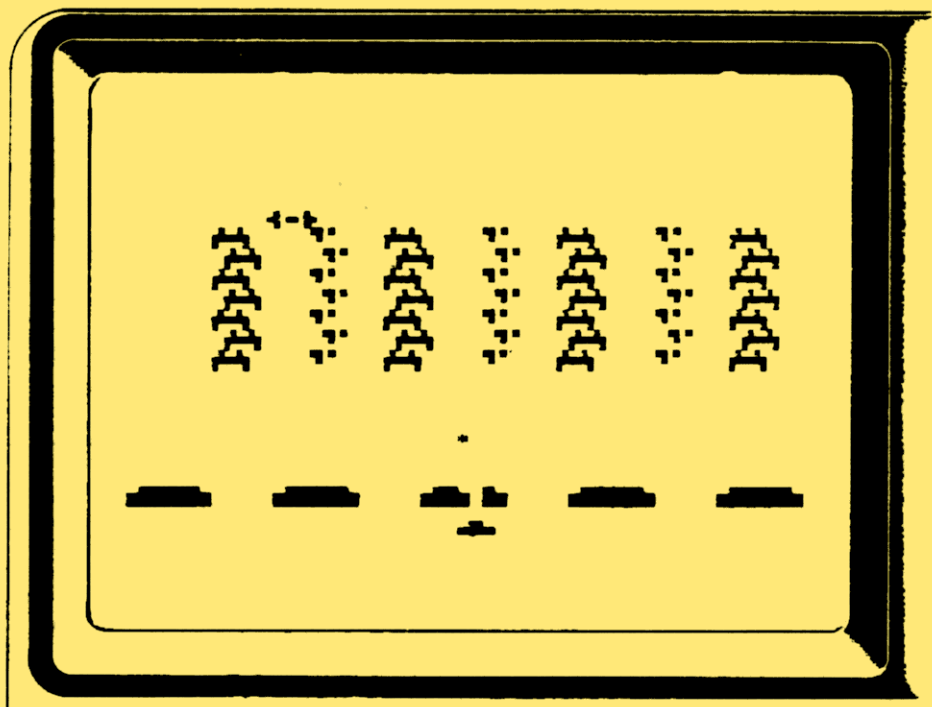# INVADERS-PLUS ©1980

by Larry Ashmun
with Stereo Sound*

REQUIRES:

4K Level I - Mono Sound

or

4K Level II - Mono Sound

or

16K Disk - **Stereo Sound***

* **Stereo Sound** on Disk only.

Distributed by:

LEVEL IV PRODUCTS, INC.

32238 Schoolcraft, Suite F4 • Livonia, Michigan 48154

INVADERS-PLUS

by Larry Ashmun ©1980

With Stereo* Sound

Exclusive Distributor: Level IV Products Inc.
Requires 4K Level I or 4K Level II

INVADERS — is a fast action game based on the "Space Invaders" arcade game.

To load the tape version

  Level I - type "cload"(enter). program will load and run automatically

  Level II - type system (enter)

    *?vaders (enter)

     *?/(enter)

To load the disk version, insert the diskette in drive 0 and press the reset button — it will load and run automatically.

The only difference between the tape and disk versions is that the disk version offers you the option of having stereo or standard sound while the tape version only has standard sound.

!!!!!! WARNING !!!!!!

It is not recommended that the "stereo" option be used regularly because of the unusual stress that it puts on the cassette relay in the expansion interface. Continuous use could drastically reduce the life of the relay.

The author and distributor are not responsible for any damage to the relay.

To hear the standard sound hook the plug from the cassette cable that would normally go in the "aux" plug to an audio amplifier. For the best sound use a good amplifier with a quality speaker.

For true "stereo sound" (disk version only) connect the cassette cable from the keyboard to the expansion interface (the cable is supplied with the interface). Then connect the two cassette cable "aux" plugs to the left and right auxiliary inputs (you might have to use tape or phone inputs) on your stereo. You will probably have to use adapters between the cables and stereo — I bought mine at radio shack. For most stereos, setting the tone controls so that you have a little more "bass" than "treble" will produce the best sound.

Each "game", on this version of Invaders, consists of four waves of invaders (a wave is one screen of 49 invaders).

To win the game you must destroy all of the invaders in each "wave" before they reach you.

If you are hit by a bomb four times by any one of the "waves" the game is terminated (you are allowed three hits for each wave).

On any level of play each "wave" will be a little harder to destroy than the previous "wave".

There are nine levels of play with level 1 being the easiest. Level 9 is almost impossible to beat (I've only beat it once so far).

The right and left arrows move your laser cannon across the bottom of the screen in their respective directions and the space bar fires it.

Note: you cannot fire and move at the same time.

Holding the space bar down will give you multiple shots but only one shot can be in the air at a time. In other words — if you hold down the space bar a second shot will not be fired until the first shot hits something or goes off the top of the screen.

Holding either of the two arrow keys will move the cannon until the key is released.

Hitting the (break) key will reset the game completely. All scores will be zeroed and you will be able to pick which sound mode (disk version) that you want.

Only one bomb will be dropped at a time but it will always be dropped in the vicinity of the cannon. It won't always be aimed right at the cannon but then sometimes it will be. You'll have to decide whether to move or not.

As the level of play is increased the bombs are dropped more often and fall at a faster speed. The invaders will also move faster and speed up faster.

Scoring is as follows:

large invaders	— 50 points
small invaders	— 75 points
invader at the top of the screen	— 100 points
bomb hit on the way down	— 150 points
missed shot	— minus 20 points

Even though this version isn't exactly the same as the original "Space Invaders" I hope that the fast action and many levels of play will compensate for that fact.

I would like to thank Kevin of K.J. Software for his help in getting this together. Programs are always better when two "crazy" people work on them.

Larry Ashmun
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* Disk version - Stereo Sound, Cassette version - Mono Sound.